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- 1 [Circuit emulation services over ethernet-part 2: prototype and experi](#)
 James Aweya, Michel Ouellette, Delfin Y. Montuno, Jeganathan Markandu,
 January 2004 **International Journal of Network Management**, Volume 1
Publisher: John Wiley & Sons, Inc.

Full text available: Pdf (300.81 KB)

 Additional Information: [full citation](#), [abs](#)
Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 6, Download

This paper describes a prototype implementation and experimental resu
 (UCES) of T3 data stream over Ethernet. As explained in Part 1 of this p
 Ethernet are not designed ...

- 2 [A formal model for reasoning about adaptive QoS-enabled middlewa](#)
 Nalini Venkatasubramanian, Carolyn Talcott, Gul A. Agha
 January 2004 **Transactions on Software Engineering and Methodolog**

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (1.42 MB)

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Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 137, Downl

Systems that provide distributed multimedia services are subject to con
 required to effectively manage this change. Middleware services for res
 each other, and with ...

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Keywords: Middleware services, actors, meta-object models, multimed
 foundations

- 3 [System synthesis of synchronous multimedia applications](#)
 Gang Qu, Miodrag Potkonjak
 February 2003 **Transactions on Embedded Computing Systems (TECS)**

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (286.29 KB)

 Additional Information: [full citation](#), [abs](#)
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Modern system design is being increasingly driven by applications such
 communications, which have intrinsic quality of service (QoS) requirem
 resolution. One of the most ...

Keywords: high-level embedded systems synthesis, on-chip memory n

4 [A smooth playback technique for progressively encoded multimedia connections](#)



Azzedine Boukerche, Jing Feng, Richard W. N. Pazzi

October 2007 **WMuNeP '07**: Proceedings of the 3rd ACM workshop on Wire modeling

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (177.34 KB)

Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 28, Downloa

Recent advances in wireless communication and multimedia processing content on the Internet via wireless connections. However, due to the b limited resources available ...

Keywords: multimedia synchronization, progressive encoding, wireless

5 [Enhanced mirrored servers for network games](#)



Steven Daniel Webb, Sieteng Soh, William Lau

September 2007 **NetGames '07**: Proceedings of the 6th ACM SIGCOMM wo games

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (385.88 KB)

Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 66, Downloa

The Mirrored Server (MS) architecture uses multiple mirrored servers ac bandwidth bottleneck in the Client/Server (C/S) architecture. Each mirri others, simulates ...

Keywords: MMOG, architecture, cheating, client/server, mirrored serve

6 [Circuit emulation services over ethernet-part 1: clock synchronization](#)

James Aweya, Michel Ouellette, Delfin Y. Montuno, Kent Felske

January 2004 **International Journal of Network Management**, Volume 1

Publisher: John Wiley & Sons, Inc.

Full text available: Pdf (260.66 KB)

Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 12, Downloa

Due to Ethernet's ubiquity, simplicity, scalability and cost effectiveness Ethernet-based access and transport in the metropolitan network. Many and are currently establishing ...

7 [An open architecture for transport-level protocol coordination in distri](#)



David E. Ott, Ketan Mayer-Patel

August 2007 **Transactions on Multimedia Computing, Communication Issue 3**

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (343.09 KB)


Additional Information: [full citation](#), [abs](#)


Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 82, Download

We consider the problem of flow coordination in distributed multimedia designed to operate independently and lack mechanisms for sharing information transport in ...

Keywords: Network protocols, distributed applications, flow coordination

8 Challenges in peer-to-peer gaming

 Christoph Neumann, Nicolas Prigent, Matteo Varvello, Kyoungwon Suh
January 2007 **SIGCOMM Computer Communication Review**, Volume 37 Is
Publisher: ACM

Full text available:  Pdf (98.56 KB)


Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 126, Download


While multi-player online games are very successful, their fast deployment architecture. Indeed, servers both limit the scalability of the games and make it easier to control the ...

Keywords: overlay online-gaming, peer-to-peer, security

9 DOTS: support for effective video surveillance

 Andreas Girsensohn, Don Kimber, Jim Vaughan, Tao Yang, Frank Shipman
Francine Chen, Tony Dunnigan
September 2007 **MULTIMEDIA '07: Proceedings of the 15th international conference on multimedia**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (4.09 MB)


Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 149, Download



DOTS (Dynamic Object Tracking System) is an indoor, real-time, multi-office setting. DOTS combines video analysis and user interface components to monitor views of ...

Keywords: multiple video streams, person tracking, security cameras,

10 A synchronization and communication model for distributed multimedia

 Naveed U. Qazi, Miae Woo, Arif Ghafoor
September 1993 **MULTIMEDIA '93: Proceedings of the first ACM international conference on multimedia**

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (170.44 KB),  Ps (357.66 KB) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 62, Download

11 A multimedia broker to support accessible and mobile learning through

 Paola Salomoni, Silvia Mirri, Stefano Ferretti, Marco Roccella
February 2008 **Transactions on Internet Technology (TOIT)**, Volume 8 Is

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (2.55 MB)


Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 190, Downl

The large diffusion of e-learning technologies represents a great opportunity. This is particularly true for people with disabilities for whom digital barriers are reengaging them ...

Keywords: Accessibility, content transcoding, device profiling, e-learning user profiling

12 [Bandwidth requirement and state consistency in three multiplayer games](#)

 Joseph D. Pellegrino, Constantinos Dovrolis

May 2003 **NetGames '03: Proceedings of the 2nd workshop on Network**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (163.47 KB) Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 89, Download

Multipayer games become increasingly popular, mostly because they in multiplayer games are organized based on a Client-Server (CS) or a Peer exchange periodic updates ...

13 [Time-diffusion synchronization protocol for wireless sensor networks](#)

Weilian Su, Ian F. Akyildiz

April 2005 **IEEE/ ACM Transactions on Networking (TON)**, Volume 13

Publisher: IEEE Press


Full text available:  Pdf (1.15 MB) Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 174, Downl

In the near future, small intelligent devices will be deployed in homes, highways to monitor the environment. These devices require time synchronization. In this paper, we propose a new time synchronization protocol. In this protocol, different sensor nodes can ...

Keywords: sensor networks, time synchronization, timing

14 [Efficient and scalable on-demand data streaming using UEP codes](#)

 Lihao Xu

October 2001 **MULTIMEDIA '01: Proceedings of the ninth ACM international**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (1.64 MB) Additional Information: [full citation](#), [abs](#)


Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 20, Download

In this paper, we propose and analyze a new multicast scheme for delivering *Unequal Protection* codes. The scheme allows an end user to join the multicast to play out ...


Keywords: UEP code, efficiency, multicast, on-demand streaming data

15

[Low latency and cheat-proof event ordering for peer-to-peer games](#)

 [Chris Gauthier](#), [Dickey, Daniel](#), [Zappala, Virginia](#), [Lo, James](#), [Marr](#)
June 2004 **NOSSDAV '04: Proceedings of the 14th international workshop for digital audio and video**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (151.39 KB)


[Additional Information: full citation, abstract](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 108, Downloads (24 Months): 108


We are developing a distributed architecture for massively-multiplayer games. We have designed a low-latency event ordering protocol, called NEO, for this architecture. We have implemented several types of cheats ...

Keywords: cheat-proof, distributed, games, interactive, low-latency, protocols

16 [vic: a flexible framework for packet video](#)

 [Steven](#), [McCanne, Van](#), [Jacobson](#)
January 1995 **MULTIMEDIA '95: Proceedings of the third ACM international conference on multimedia**

Publisher: ACM  [Request Permissions](#)

Full text available:  Html (67.64 KB)

[Additional Information: full citation, references](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 77, Downloads (24 Months): 77

Keywords: conferencing protocols, digital video, image and video compression, networking and communication

17 [IOSONO](#)

 [Newton](#), [Lee](#)
July 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 3

Publisher: ACM  [Request Permissions](#)


Full text available:  Pdf (601.60 KB)

[Additional Information: full citation, abstract](#)



Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 17, Downloads (24 Months): 17

IOSONO breakthrough spatial audio technology for the projection of real-world sound. It has the potential to revolutionize the way motion pictures, themed attractions, and interactive environments are experienced in all areas ...

18 [interactions: Volume 15 Issue 5](#)


 September 2008 interactions

Publisher: ACM


Full text available:  Digital Edition,  Pdf (13.85 MB) [Additional Information: full citation, abstract](#)

Bibliometrics: Downloads (6 Weeks): 91, Downloads (12 Months): 110, Downloads (24 Months): 110

19 [Comparing the QoS of Internet audio mechanisms via formal methods](#)

 [Alessandro](#), [Aldini, Marco](#), [Bernardo, Roberto](#), [Gorrieri, Marco](#), [Rocchetti](#)
January 2001 **Transactions on Modeling and Computer Simulation (TOMACS)**

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (256.38 KB)

[Additional Information: full citation, abstract](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 34, Downloads (24 Months): 34

We compute and compare the quality of service (QoS) of three soft real-time audio mechanisms: the Internet Audio Codec (IAC), the Internet Audio Codec (IAC), and the Internet Audio Codec (IAC).

the Internet. The main metric we want to capture is the average packet perceived by ...

Keywords: Internet audio mechanisms, case studies, discrete event simulation, stochastic process algebras

20 Meeting CPU constraints by delaying playout of multimedia tasks



Balaji Raman, Samarjit Chakraborty, Wei Tsang Ooi

June 2005

NOSSDAV '05: Proceedings of the international workshop on digital audio and video

Publisher: ACM



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Full text available: Pdf (186.72 KB)

Additional Information: [full citation](#), [abs](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 7, Download

Multimedia applications today constitute a significant fraction of the work on mobile phones, PDAs and MP3 players. However, the processors in such devices support multiple concurrently ...

Keywords: buffering, playout delay, scheduling multimedia tasks

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